QIX

YOUR MIND IS YOUR ONLY WEAPON™

NES-QX-USA

HOW TO PLAY

TAITO™

THE ONLY GAME IN TOWN.™

Scanned by Dennis Gruchala

QIX CHARACTERS

These infections are running rampant in your Nintendo:

QIX * (The virus)

SPRITZ™

SPARX™

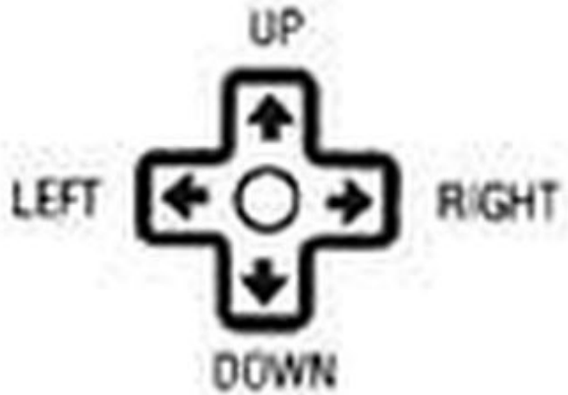
YOUR TOOLS - These are your only weapons to defend your computer from the QIX infection.

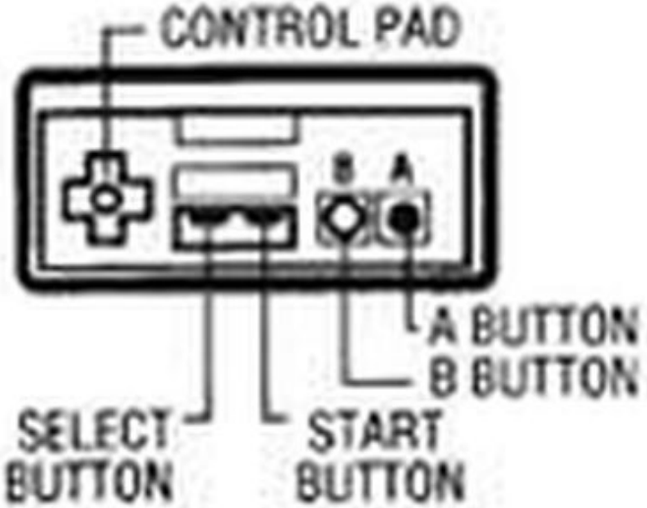
YOUR MARKER

STIX

HOW TO OPERATE

Cross Key/Controller:





LEFT	Move marker left.	**"A" Button**	Fast draw.
RIGHT	Move marker right.	**"B" Button**	Slow draw.
UP	Move marker up.		
DOWN	Move marker down.		

HOW TO OPERATE (continued)

Starting the Game

Press the **START** button to begin the game.

Player Option Screen

Press the **SELECT** button to move between **ONE PLAYER GAME**, **TWO PLAYER GAME**, and **PRACTICE GAME**.
Press **START** to activate your choice.

If you select two player game, make sure that both controllers are plugged in.

Pausing the Game

Press the **START** button to **PAUSE** the game.
Press the **A**, **B**, or **START** buttons to resume play.

HOW TO PLAY

The **QIX** is an evil and terrifying computer virus. Nobody knows where it came from. All attempts to eradicate it have failed. Your mission: immunize the system against this insidious infection! But the **QIX** is intelligent; it learns from its mistakes. It also breeds lethal subviruses that can quickly spread and infect your system.

Each player starts with four lives. Fill in sections of computer memory without infecting the **STIX**. A level is completed when the required section of memory is immunized against the **QIX**. For example, you must immunize 65 percent of level one to proceed to level two. The required percentage increases as you progress.

HOW TO PLAY (continued)

To perform a FAST draw:

Hold the "**A**" button down and move the marker with the cross key at the same time.

To perform a SLOW draw:

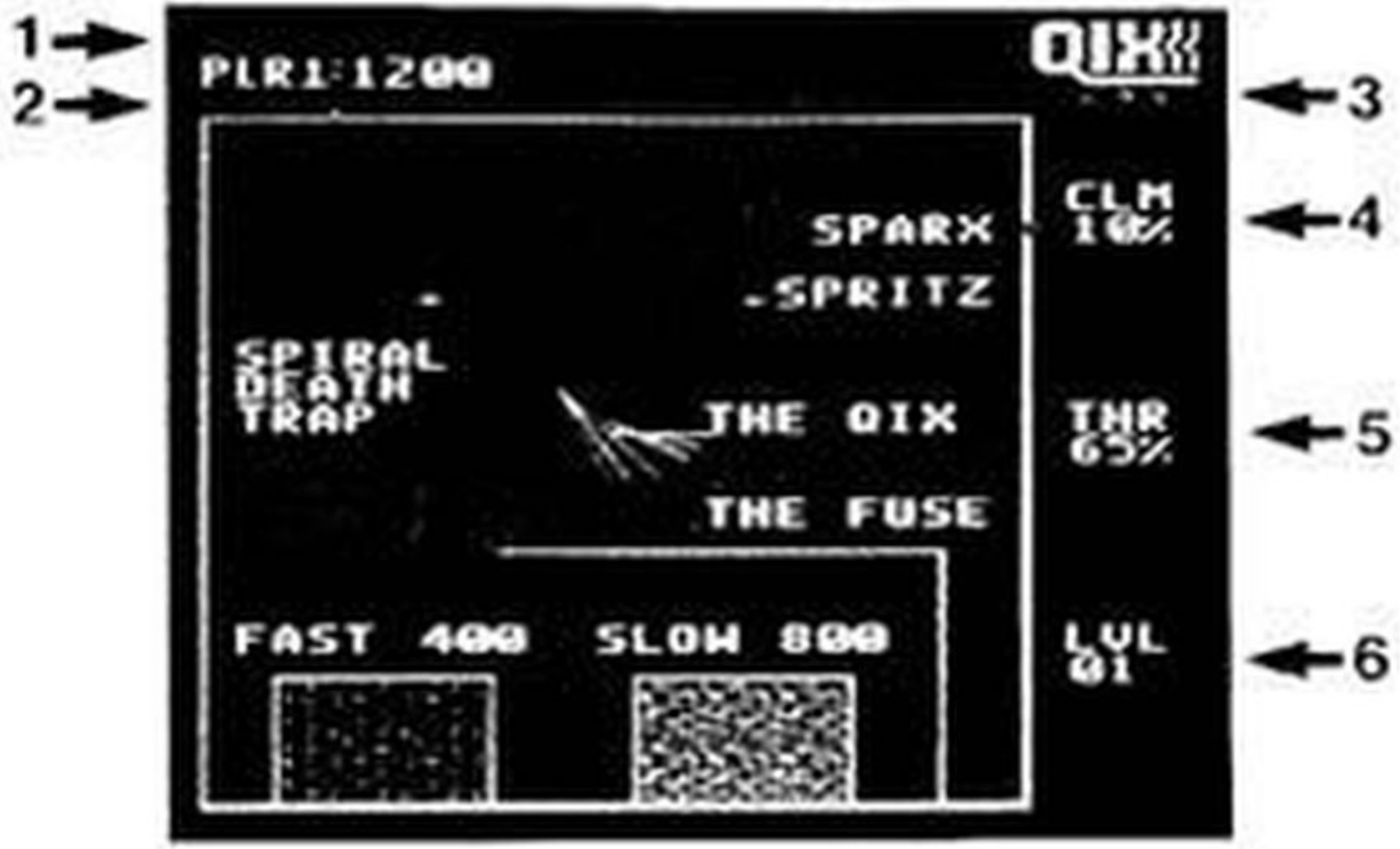
Hold the "**B**" button down and move the marker with the cross key at the same time.

A life is lost each time the QIX or SPRITZ collides with the STIX, or your marker runs into the QIX, SRITZ or SPARX. If you stop moving after beginning a new STIX, the FUSE will burn up your STIX and destroy your marker.

STATUS AND SCORING

Your current score is displayed in the upper left corner of the game screen.
Your status appears in the right hand panel.

(1) Player score
(2) SPARX timer
(3) Number of lives
(4) Current area claimed (CLM)
(5) Area required to complete level (THR)
(6) Current level (LVL)



STATUS AND SCORING (continued)

SPARX Timer

This timer is a thin red line that appears above the game screen. It begins to shrink during play. Two SPARX are created each time the line disappears. At higher levels, the SPARX will follow you up a STIX line once the alarm rings.

Scoring

Points are awarded for each section of memory successfully filled in. A SLOW draw earns twice as many points as a FAST draw. You can also earn an additional 1,000 points for each percent that is over the required claim.

Trapping a SPRITZ virus inside a filled section of memory is worth 500 points. All FAST fills will now generate SLOW points until you expire.

STATUS AND SCORING (continued)

Scoring (cont'd)

Splitting two QIX from each other multiples the points you earn for FAST and SLOW fills on all following levels.

An extra life is awarded every 50,000 points.

Practice Mode

Practice mode differs from regular QIX in three ways: you have an unlimited number of lives, no points are awarded, and the game ends when you succeed in completing the level. Use the Practice mode to develop your strategies, then try them out on the regular game. See if you can claim 99%!

HIGH SCORE SCREEN

To enter your name in the **QIX** High Score Hall of Fame:

Use the **LEFT/RIGHT** on the cross key to select a letter.

Press the "**A**" button to enter the letter.

Press the "**B**" button when you are finished.

HINTS AND TIPS

- **QIX** has no time limit, but the longer you take the more difficult it can become. Plan your strategies carefully.
- Build walls to guide the **QIX** into a position where you can trap it.
- Try and split a pair of moving **QIX** as often as you can; your score will multiply.
- Keep moving; the **SPARX** are always looking for you.
- **SPARX** are extremely intelligent, and will always find a way to reach you.
- Second guessing the **QIX** isn't recommended.

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Printed in Japan.